

PLANET 64

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N64

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NINTENDO SPACE WORLD '97 PREVIEW

Space up

Taking place between November 21st and 23rd, Nintendo Space World is the biggest Nintendo show in the world.

Nintendo Space World is the most important event on the N64 calendar, and it was due to open in Tokyo just as **N64 Magazine** went to press. It's essential that the show's a success for Nintendo, who desperately need to boost their image in their home territory. And, while they were keeping some of the juiciest exhibits close to their chests, we've managed to assemble a pretty accurate outline of the main things Japanese Nintendo fans can look forward to.

The show is organised annually by Nintendo themselves to show off their games without interference from other manufacturers, and it's the only Japanese show Nintendo attend – they leave occasions such as the biannual Tokyo Game Show for the likes of Sony and Sega to squabble over. So you'd rightly expect Nintendo's own games to be the stars of the show.

And, indeed, it's the 64DD that's likely to be the centre of attraction. The only time Nintendo's disc drive has previously been shown in public was at last year's Shoshinkai (as Space World has previously been known). Then it was in prototype form, running a standard version of *Super Mario 64* from a disc

instead of a cart. The version of 64DD on display at this year's show ought to be nearly complete (it's due out in Japan in March, after all).

And we should get our first glimpse of the 64DD's launch games as well. *Pocket Monster 64*, *Mario Artist*, *Sim City 64* and *Mother 3* should get an airing, and many other publishers are likely to announce their plans for the DD as well.

But many people will view Space World primarily as their first chance to get their hands on the cart version of *Zelda 64*, which is now due to appear in Japan sometime after Christmas – late February, probably – and is now known as *The Legend of Zelda: The Ocarina of Time*. (Study our Future Look on pages 6-9 if you're not sure what an ocarina is.) All that's been seen of *Zelda* so far, aside from static pictures, is the snatch of video footage seen at last year's show. But a lot's happened to the game over the last year. Reams of questions need answering: How does the camera work? (Miyamoto is promising just as radical an advance as *Mario* was.) How far has

NINTENDO SPACEWORLD '97



Nintendo graphics technology progressed since *Mario* and *Starfox*? What's the music like? What's it like controlling a horse with the analogue joystick?

We'll be able to answer all these questions and bring you full details of the 64DD and everything else on display at Nintendo Space World in the next issue, after we've got back from Tokyo. In fact, we'll be bringing you the best coverage of Nintendo Space World '97 you'll find anywhere. So do not miss January's **N64 Magazine!**



RPG FANS...

...listen up! Especially if you've been pining the disappearance of Squaresoft from the Nintendo scene. A group of American ex-Square employees have set up a games publishing company in the US called Crave Entertainment and are working on four N64 games, at least one of which is an RPG. Square's RPGs have always been written in Japan, of course, with the American branch just helping out with the graphics and doing the translations, but hopefully the experience they've picked up along the way will stand Crave in good stead.



△ FF VII on the N64 would be lovely – but won't happen.

CONCERNED PARENTS

Nintendo are sponsoring this year's edition of The Parents' Guide to Computer and Video Games, a leaflet that'll be available in most games retailers. The leaflet is a complete guide to the parentally baffling world of games, and covers the ratings system that's displayed on games packaging as well as answering concerns about violence in games and game-triggered epilepsy. "Playing games is very much part of modern life," says Nintendo's

Rob Borland, "and although the benefits have already been well documented, there are still some people we need to get the message across to."



your life



△ Nintendo boss Hiroshi Yamauchi will speak on the future of the N64.



△ The stars of the show will be The Legend of Zelda: The Ocarina of Time and the much-anticipated 64DD. Nintendo need both to succeed to regain power in Japan.

TEAM 64 PREDICTIONS

Given how important Space World is for Nintendo's image in Japan, you can expect them to pull some major surprises out of their sleeves. Here are N64 Magazine's highly educated guesses as to what these might be...

JONATHAN

"My money's on some kind of 64DD-related shock. They'll announce it'll only cost ¥10,000 (about £50), probably, and it'll come with a free game. They need to do something drastic to win back the Japanese public, and I'm confident that'll be it. Oh yes."

JAMES

"I'll undoubtedly get horribly lost in Tokyo, and ejected from one of those taxis with automatically opening doors for not having enough yen for the fare."

ANDREA

"I think – or hope, at least – they'll announce Mario Kart 64 2. It'll have Magikoopa and Koopa Trooper in it, and correct all the flaws of the first game. The battle arenas will be great, and the one-player game will be even better than Diddy Kong Racing."

PAUL

"I hope they don't announce Mario Kart 64 2. It's bad enough as it is never winning the first one."

JES

"Nintendo will have at least one – and possibly two – new 'Paks' on display. They're definitely meant to be doing a special one for Pocket Monsters 64. Some people have said it'll be a microphone for speech recognition, but Nintendo have denied this. And the other one? Some sort of light gun? There are meant to be gun-compatible games in development..."

ZY

"I've a feeling they'll give us our first look at Super Mario 64 2. Nintendo have just begun to talk about it, and they wouldn't be doing that unless it was well on the way. Maybe it'll only be a screenshot, but I've got this tell-tale twitching in my left eyebrow. You'll see."

THE GAMES TO WATCH OUT FOR

Just before the show, Nintendo released a list of the games that'll definitely be on display at Nintendo Space World '98. They say that more titles will be revealed during the show – including, we'll be bound, the first 64DD games – so be sure to secure yourself a copy of our next issue for full details.

Aero Gauge (ASCII)
 Augusta Masters 98 (T&E Soft)
 Banjo-Kazooie (Nintendo)
 Chameleon Twist (JSS)
 Denryu Iraira Bou (Hudson)
 Diddy Kong Racing (Nintendo)
 Dual Heroes (Hudson)
 F-Zero X (Nintendo)
 Famista 64 (Namco)
 Fighters Destiny (Imagineer)
 Flying Dragon Fist Twin (Culture Brain)
 G.A.S.P!! Fighters' NEXteam (Konami)
 Hexen (Game Bank)
 Holy Magic Century (Imagineer)
 Lamborghini 64 (Taito)
 Morita Shogi 64 (Seta)
 Nagano Winter Olympics (Konami)
 NBA Basketball (Nintendo)
 NBA In The Zone '98 (Konami)
 Pro Baseball King 2 (Imagineer)
 Pro Mah Jong 64 (Athena)
 Rev Limit (Seta)
 Sim City 2000 (Imagineer)
 Snow Speeder (Imagineer)
 Snowboarding (Nintendo)
 Snowbow Kids (Atlas)
 Sonic Wings Assault (Video Sys.)
 Super Robot Spirits (Banpresto)
 Tamagotchi 64 (Bandai)
 Tokon Road (Hudson)
 Top Gear Rally (Kemco)
 Virtual Pro Wrestling 64 (Asmik)
 Wayne Gretzky's 3D Hockey (Game Bank)
 Wild Choppers (Seta)
 Yoshi's Story (Nintendo)
 The Legend of Zelda: The Ocarina of Time (Nintendo)
 64 Detective Team (Imagineer)
 64 Oozumo (Bottom Up)

The *Ocarina of Time*? Not the catchiest of titles, but that's how *Zelda 64* will now be known in Japan. Trust us: it'll mean a lot more to the Japanese. A name-change before the game reaches the West is likely. Since you ask, though, an ocarina is a sort of cross between a harmonica and a flute, made out of clay, and the particular instrument in question will be used by Link, the game's hero once again, to travel back and forth through time in pursuit of the evil Gannon. But more of that later.

Along with the 64DD, *Zelda* will be the star of this year's Nintendo Space World '97 show in Tokyo. It's the most important game for Nintendo since *Super Mario 64*, especially in Japan where they need an RPG to combat *Final Fantasy VII* on the PlayStation. And luckily for them – and us – the N64 version of *Zelda* is shaping up to be the most spectacular role-playing adventure ever committed to silicon. With an enormous playing area, dazzling graphics and an imaginative storyline it's the N64 game Nintendo fans across the world are awaiting the most eagerly.

And, once we're back from Space World, we'll be able to bring you a hands-on report about it in the next issue of **N64 Magazine**. In the meantime, however, sit back and take in the *Zelda* Experience...



△ The 3D graphics will be a huge advance over 2D *Zelda* games of old. Look at those columns, eh?

◀ The combat in *Zelda* promises to be spectacular, with complex weaponry and violent clashes.

THE LEGEND OF ZELDA THE OCARINA

Lights...

The N64 has managed some pretty spectacular graphics in games like *Lylat Wars* and *GoldenEye 007*, but it's still got plenty of tricks up its sleeve.

One thing we haven't seen much of yet is real-time lighting, and the screen-shots of *Zelda* we've seen so far suggest the game will positively ooze spooky glows, dancing shadows and flickery flames. Link himself casts a shadow onto the ground, for example, along with all the other characters. Wall-mounted torches throw pools of light onto the brickwork. Hearths are surrounded by a rosy shine. And pools of lava glow menacingly. All this points towards a game rich in atmosphere, and a departure from *Mario 64*'s cartoony look.



△ Whether it's magical shimmering, glowing flames or hard shadows, the lighting in *Zelda* will be like nothing before seen in a game.



Camera...

When *Mario 64* was first shown to the world, one of its most revolutionary aspects was the camera system Shigeru Miyamoto came up with to give you the best possible view of the action at all times.

There'd been 3D games before *Mario*, of course, but none had ever come up with a completely satisfactory way of avoiding the pitfalls (quite literally, really) of having the player moving in three dimensions. *Mario's* Lakitu-Cam allows the experienced player to swing the view around so it's always just where he wants it. And Miyamoto is promising similar advances for *Zelda*, with a camera that's partly player-controllable and partly automatic, zooming in above Link's shoulder when you want him to use a weapon, shooting skywards to give a bird's-eye view when exploring rooms, or closing the screen down to letterbox format for some action scenes. "You'll see from it how 3D games will evolve in the future," said Miyamoto-san a little while back.



△ The N64 probably take over the controls for cut-scenes, à la *Lylat Wars*.



△ Tricky jumping bits see the camera zoomed out to let you judge gaps.

There's a from-above view in rooms, like old *Zelda* games.



▷ It'll be interesting to see how the C-buttons are used for views.



OF TIME

a time-travelling triforce creates a link to the future

The Legend Of Zelda: The Ocarina Of Time

NINTENDO



Early 1998



US/UK release TBA



GO! GO!



N64

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Christmas 1997

Action...

The pictures of *Zelda* that've made it out of Nintendo HQ so far show a game bursting with exciting battles, exotic locations and mystical powers.



Fight monsters!

Previous *Zelda* games have had baddies to fight, but Link's never been able to do much more than swish his sword and loose off a few arrows. The battle scenes in the N64's *Zelda*, however, look absolutely spectacular. They take place in real-time 3D, and careful scrutiny of the screenshots reveals Link to be equipped with quite an arsenal of goodies, including an axe and a stash of bombs, as well as a defensive shield. And he'll need them as he's assailed by skeletons, floating monks, golden knights, red jellyfish, lizardmen and a giant underwater spider. The screenshots also show exciting sword-clashes, explosions, swishes and oofs – and, if we're not mistaken, drops of blood!

△ These green things may want to be friends, but probably not.

△ Is that blood splattering from Link's sword? In a Nintendo game? Surely not.

△ This could almost be a still from 'The Lost World', don't you think?



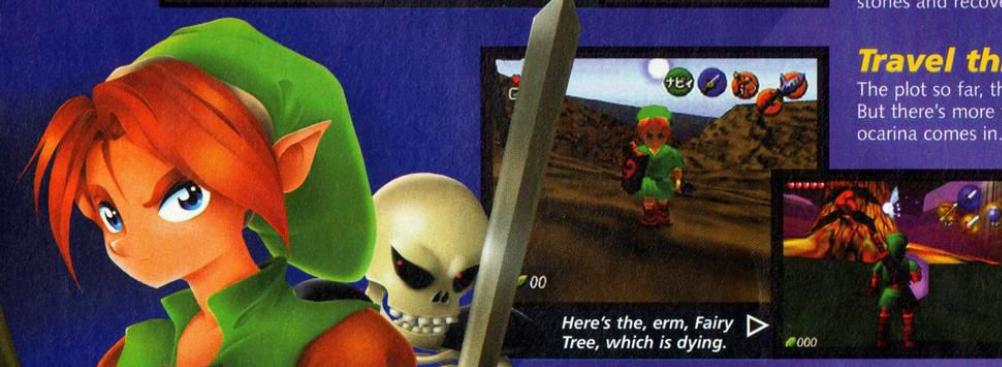
△ One for trivia buffs to remember: Link appears to be left-handed. (Has he always been?)

△ There are flying baddies to deal with too, look. You couldn't have done that in the old 2D days.



Save the world!

The Triforce (symbolised by the triple-triangle motif that abounds throughout *Zelda* games) is in jeopardy. Gannon is planning to steal it and, if he manages to find the three sacred stones which, when fitted into the ocarina, disclose its location, he'll manage it and plunge the land of Hyrule into chaos. Link is obviously the man to put a stop to this, and so, after being given advice by the (ahem) Fairy Tree, a wise man and *Zelda*, he sets off to track down the stones and recover the Triforce.



Travel through time!

The plot so far, then, isn't exactly groundbreaking. But there's more to it than that, which is where the ocarina comes in. Although Nintendo haven't said for sure, it seems to us that by blowing into the ocarina Link can somehow travel through time. We arrive at this conclusion because the screenshots betray the presence of two Links: Big Link and Little Link. Little Link, who's more like the cute, super-deformed character of *Zelda* games past, has certain weapons that only he can use, including a boomerang. Big Link, meanwhile, has a special trick that we'll get onto in a minute.



Befriend a, erm, fairy!

Constantly at Link's side – or hovering just above his right ear – will be a winged white glow called Navie, who is Link's guardian spirit. Navie will offer Link advice throughout the game and try to protect him from harm, glowing red when danger approaches.





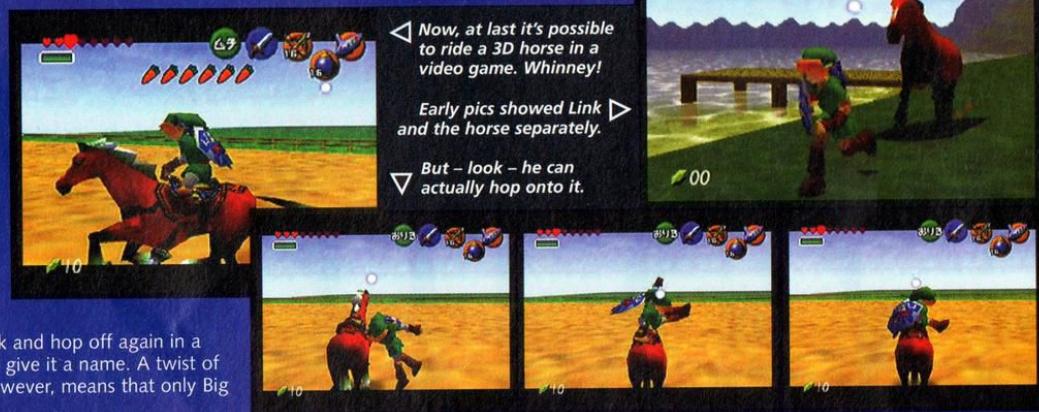
See graphics like you've never seen before!

In terms of variety, detail, special effects and atmosphere, *Zelda* looks better than any RPG we've ever seen – even when it's not moving. The landscape goes on for miles, with open plains fringed by mountains, misty forests and parched deserts. There are towns to wander around (although nothing's been seen of these since the early days), moist dungeons lit by flickering torches, underwater battles and sunsets over lakes. Link himself is the most detailed character we've ever seen in a game, making *Lara Croft* look like Morph. And the monsters are similarly intricate. Not to mention...



Ride a horse!

It is, admittedly, girls who tend to beg for horses for their birthdays. But most blokes secretly harbour a desire to ride Zorro-like through the night as well. So it's great news that *Zelda* will be the first game in ages – possibly since an old Capcom game called *Dynasty Wars* – to allow you to go charging around on a four-legged friend. As with everything in *Zelda*, your horse is a fully animated 3D animal that can canter about, rear up on its back legs and everything. And Link can clamber nimbly onto its back and hop off again in a fully animated fashion. You can even give it a name. A twist of the game's time-travelling nature, however, means that only Big Link can saddle him up.



Count the Megabits!

Zelda will be the biggest N64 game so far, arriving on a gargantuan 256 Mbit (32 Megabyte) cart. That's twice the size of the biggest N64 game so far, *Ganbare Goemon*, which is 128 Mbit. This increase in size – *Zelda* was originally going to be 128 Mbit too – can only be because the maniacal mind of Miyamoto has been busily cramming more and more into the game, expanding its world, packing it with monsters, and creating ever-more-spectacular special effects. But thanks to the recent reduction in the cost of manufacturing carts, *Zelda* shouldn't cost that much more than a smaller N64 game. A price of ¥7,800 (£40) is currently forecast for Japan, compared with the usual ¥6,800 (£35).



Look forward to the 64DD version!

While *The Ocarina of Time* will be the first *Zelda* game for the N64, it certainly won't be the last. After the launch of their 64DD disc drive (still scheduled for March in Japan, and still no hint of a European release date) Nintendo are planning to release a completely different version of *Zelda* that'll run off a 64 Megabyte disc and exploit the extra facilities that the DD makes available. This second *Zelda* game, say Nintendo, will be a more exploration-orientated affair, in contrast with the cart game's emphasis on action. It's also, we'd hazard, likely to use the disc's writable area to allow the world to evolve around you.

Wait a bit longer!

Although Nintendo hadn't made any announcement as we went to press, they're likely to reveal at Space World that *Zelda* won't now be released until late February. *Yoshi's Story*, after all, isn't now due in Japan until 21st December, and Nintendo would never release two such important games so close to each other. And Miyamoto does have a habit of trying to cram stuff into his games right up until the last minute.

This delay will inevitably have a knock-on effect on the UK version, which we'll now be lucky to see before the summer. But all the signs are that *Zelda* is going to be the most advanced, most enthralling and most downright enormous N64 game so far, so however long the wait it's likely to be worth it.

The what?

The ocarina. An ocarina is a hollow, fist-sized wind instrument, usually made from clay, that sounds a bit like a flute. Ocarinas have been around for centuries, but the name was first used in the mid-1800s in Italy. During World War II, American soldiers were issued with ocarinas to boost morale. You can hear an ocarina break during 'California Dreamin' by The Mamas and the Papas, and also in 'Wild Thing' by the Troggs. And the theme from 'The Good, the Bad and the Ugly' is played on an ocarina.



△ Here Link's pointing out the Ocarina, but doesn't look too happy about it. Maybe a tune would boost his morale.

TO BE CONTINUED...

We'll be playing *Zelda* at the Space World show in Tokyo, if we can muscle through the queues, and we'll bring you a full report on it, and everything else that's there, in our special January issue on sale on New Year's Eve!